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AMERICAN VIDEO ENTERTAINMENT

## MERMAIDS OF ATLANTIS

The Mermaids of the Deep Return

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## BASIC GAME PLAY

Playing "Mermaids of Atlantis" is easy. Bubbles of many colors come floating upward. You must fit the Bubble Clusters together so four or more Bubbles of the same color touch one another. When four or more of the same colored bubbles press together, the pressure inside the Bubbles increases causing them to pop.

Keep the bubbles bursting since in every space a Bubble gets stuck there is one less place to put the next Bubble Cluster, and they just keep coming. If you can't pop the Bubbles fast enough, the cave fills up, and the game will end.

It sounds easy, right? Get ready to enjoy all 24 mind-blowing stages of under sea excitement!

## GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert the Mermaids of Atlantis cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, the game screen looks garbled or the game will not play see page 12.

From the title screen press  
**START** to  
begin a game.



# CONTROLLING THE ACTION

**DIRECTION PAD**  
Moves the sliding Bubble Cluster RIGHT or LEFT, and controls how fast the Bubble Cluster floats up. Pushing DOWN and pressing the A Button will release a Magic Bubble (see page 10).

**B BUTTON**  
Turns the Bubble Cluster around horizontally (Turns Left to Right).

**A BUTTON**  
Flips the Bubble Cluster vertically (flips upside down).

**SELECT**  
This button is not used.

**START**  
Press to begin a new game or to PAUSE a game in progress.



# GAME OPTIONS

After pressing START to begin a new game you will see the OPTIONS screen. Move the Direction Pad LEFT or RIGHT to highlight your choice. Press the Direction Pad UP or DOWN to go to a different option on the screen. Press START when you are ready to begin the game.



## PLAYERS

Choose either 1 PLAYER or 2 PLAYERS.

## STAGE

Choose the Stage at which you wish to begin. The higher the Stage the more difficult the new combinations of the Bubbles.

## GAME TYPE

**EASY** This is a good place to start because all Bubbles are colored like your stage (e.g., all red) and only one type of Bubble is used (e.g., only red bubbles).  
**NORMAL** A bubble with a color will be color-coded as follows. To get the most level you must pop the bubbles with the color 1-3.

## LEVEL

The higher the Level number the faster the Bubbles float upwards.

## TUNES

Choose from any of 3 music options from Studio 1, Studio 2, and Studio 3.  
TUNE 1: STUDIO 1 MUSIC  
TUNE 2: STUDIO 2 MUSIC  
TUNE 3: STUDIO 3 MUSIC



## EASY & HARD GAMES



If you selected an **EASY** or **HARD** game your screen will look like this. As each Bubble Cluster rises you must rotate and fit it to matching colored Bubbles below. You must pop 200 Bubbles to progress to the next stage. On the right side of the screen are three information windows.

The uppermost window is the **MAGIC WINDOW**. Sometimes among bubbles with a color of 1, that letter will appear in this box. When you pop out the word **MAGIC**, you will be awarded one **MAGIC BUBBLE**. To release a **MAGIC BUBBLE** press down on the Direction Pad and press the B Button at the same time. Readpage 17 for instructions about the power of the Magic Bubbles.

The middle status window shows the Stage you are currently playing, the number of Bubbles you have popped, the point value for each Bubble Cluster as it pops, and the total number of points that you have collected.

The lower window shows the next Bubble Cluster to appear.



**NOTE:** When playing a 2-PLAYER game the information in the Status Window will be shown at the bottom of the screen. The Stage Window and Next Window will not be displayed.

## STACKED GAME



If you selected the **STACKED** game your screen will look like this. **STACKED** games are different than **EASY** or **HARD** games. The Letter Bubble is under a pile of Bubbles. To advance to the next Stage you must pop the Letter Bubble. There are no Magic Bubbles in the **STACKED** game.



The **Stacked** game is the most difficult game. A good strategy when playing a **Stacked** game is to concentrate on releasing the Letter Bubble at the top of the screen as quickly as possible.

When a new game is started the player will have 3 credits. After a game is over play may be continued at the same stage until there are no more credits. The player must then begin a new game from the beginning.

**NOTE:** When playing a 2-PLAYER game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

## AIR POCKETS

**AIR POCKETS** are formed in the empty spaces between Bubbles that don't fit perfectly. One misplaced Bubble can cause many **AIR POCKETS**, and **AIR POCKETS** take up as much space as Bubbles. One way to get rid of **AIR POCKETS** is to remove all the Bubbles below it and expose the **AIR POCKET** to open water. When this is done the Air Pocket will dissolve.

If you're not careful **AIR POCKETS** will fill the screen faster than Bubble Clusters. Luckily, you can slide Bubbles into Air Pockets. When you pop the Bubbles you will also get rid of the Air Pockets.



## MYSTIC PEARL

Sometimes during game play a **MYSTIC PEARL** will be part of a Bubble Cluster. The glow of the **MYSTIC PEARL** has magical powers and will change the color of the Bubbles around it to a single color.



Try to maneuver the Bubble Cluster so when the energies of the **MYSTIC PEARL** are released it will affect as many Bubbles as possible.

Place the position of the **MYSTIC PEARL** carefully. The number of Bubbles popped can increase or decrease depending on the color the surrounding Bubbles change to.



## MAGIC BUBBLES

Every time you pop a Letter Bubble the letter will be placed in the Magic Window at the top of the screen. After you have collected all the letters needed to spell the word **MAGIC**, you will receive 1 Magic Bubble. To release a Magic Bubble hold down on the Direction Pad while pressing the B Button.



When a Magic Bubble is released it will float motionless at the bottom of the screen until the Bubble Cluster has settled.

The first thing a Magic Bubble does is remove all Air Pockets. This will cause all Bubbles to settle and should cause some Bubbles to pop. The remaining Bubbles will begin to pulsate with energy and change colors. If you're lucky this will cause even more Bubbles to pop.

There is no indication on screen for Magic Bubbles. So up to you to remember how many you have collected.

## HELPFUL HINTS

When you release a **MAGIC BUBBLE** it will not unleash it's magic until you have positioned the last Bubble Cluster. Remember to use your **MAGIC BUBBLES** before it is too late.

There is a secret way to keep track of how many **MAGIC BUBBLES** you have. Can you figure out how?

When the Bubbles are rising very fast you can slow them down by constantly moving them from side to side.

Plan several moves ahead and watch what the next Bubble Cluster will look like. Think about where the next Bubble Cluster should go and take control of the situation. Don't be on the defensive and let the Bubbles control you.



# PRECAUTIONS

- Do not store cartridge in very hot or cold places. Never hit or drop.
- Do not take apart.
- Do not touch connections; do not get them wet or dirty. Doing so may damage game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

## WARNING

### **DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in FAMI/MI mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; rather fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

PRECAUTIONS Page 11

## **KEEPING YOUR CONSOLE CLEAN**

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES console).

The Nintendo Entertainment System™ uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo™ as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our toll free 800 number and one of our game operators will be happy to assist you.

To reach our game counselor hot line call  
**1(800)HOT-LINE that's 1(800)468-4263**

CLEANING YOUR NES™ Page 12



**The American Video Entertainment Story.**

At the beginning, since the two National video game laws were still each country's own affair, the Commission's interest was limited to the end of 1990.

**TABLE 1**

Amesbury Glass Entertainment, Inc. is a American manufacturer and exporter of blow-molded competitive games. The goal of our company, founded in San Jose, California in 1980, is to produce great games at reasonable prices. Our savings competency is attested by US Patent #5,104,320 which was awarded in June of 1992.

1997-2000, 2001-2002, 2003-2004, 2005-2006, 2007-2008, 2009-2010, 2011-2012, 2013-2014, 2015-2016, 2017-2018, 2019-2020, 2021-2022, 2023-2024, 2025-2026, 2027-2028, 2029-2030, 2031-2032, 2033-2034, 2035-2036, 2037-2038, 2039-2040, 2041-2042, 2043-2044, 2045-2046, 2047-2048, 2049-2050, 2051-2052, 2053-2054, 2055-2056, 2057-2058, 2059-2060, 2061-2062, 2063-2064, 2065-2066, 2067-2068, 2069-2070, 2071-2072, 2073-2074, 2075-2076, 2077-2078, 2079-2080, 2081-2082, 2083-2084, 2085-2086, 2087-2088, 2089-2090, 2091-2092, 2093-2094, 2095-2096, 2097-2098, 2099-2100, 2101-2102, 2103-2104, 2105-2106, 2107-2108, 2109-2110, 2111-2112, 2113-2114, 2115-2116, 2117-2118, 2119-2120, 2121-2122, 2123-2124, 2125-2126, 2127-2128, 2129-2130, 2131-2132, 2133-2134, 2135-2136, 2137-2138, 2139-2140, 2141-2142, 2143-2144, 2145-2146, 2147-2148, 2149-2150, 2151-2152, 2153-2154, 2155-2156, 2157-2158, 2159-2160, 2161-2162, 2163-2164, 2165-2166, 2167-2168, 2169-2170, 2171-2172, 2173-2174, 2175-2176, 2177-2178, 2179-2180, 2181-2182, 2183-2184, 2185-2186, 2187-2188, 2189-2190, 2191-2192, 2193-2194, 2195-2196, 2197-2198, 2199-2200, 2201-2202, 2203-2204, 2205-2206, 2207-2208, 2209-2210, 2211-2212, 2213-2214, 2215-2216, 2217-2218, 2219-2220, 2221-2222, 2223-2224, 2225-2226, 2227-2228, 2229-2230, 2231-2232, 2233-2234, 2235-2236, 2237-2238, 2239-2240, 2241-2242, 2243-2244, 2245-2246, 2247-2248, 2249-2250, 2251-2252, 2253-2254, 2255-2256, 2257-2258, 2259-2260, 2261-2262, 2263-2264, 2265-2266, 2267-2268, 2269-2270, 2271-2272, 2273-2274, 2275-2276, 2277-2278, 2279-2280, 2281-2282, 2283-2284, 2285-2286, 2287-2288, 2289-2290, 2291-2292, 2293-2294, 2295-2296, 2297-2298, 2299-2300, 2301-2302, 2303-2304, 2305-2306, 2307-2308, 2309-2310, 2311-2312, 2313-2314, 2315-2316, 2317-2318, 2319-2320, 2321-2322, 2323-2324, 2325-2326, 2327-2328, 2329-2330, 2331-2332, 2333-2334, 2335-2336, 2337-2338, 2339-2340, 2341-2342, 2343-2344, 2345-2346, 2347-2348, 2349-2350, 2351-2352, 2353-2354, 2355-2356, 2357-2358, 2359-2360, 2361-2362, 2363-2364, 2365-2366, 2367-2368, 2369-2370, 2371-2372, 2373-2374, 2375-2376, 2377-2378, 2379-2380, 2381-2382, 2383-2384, 2385-2386, 2387-2388, 2389-2390, 2391-2392, 2393-2394, 2395-2396, 2397-2398, 2399-2400, 2401-2402, 2403-2404, 2405-2406, 2407-2408, 2409-2410, 2411-2412, 2413-2414, 2415-2416, 2417-2418, 2419-2420, 2421-2422, 2423-2424, 2425-2426, 2427-2428, 2429-2430, 2431-2432, 2433-2434, 2435-2436, 2437-2438, 2439-2440, 2441-2442, 2443-2444, 2445-2446, 2447-2448, 2449-2450, 2451-2452, 2453-2454, 2455-2456, 2457-2458, 2459-2460, 2461-2462, 2463-2464, 2465-2466, 2467-2468, 2469-2470, 2471-2472, 2473-2474, 2475-2476, 2477-2478, 2479-2480, 2481-2482, 2483-2484, 2485-2486, 2487-2488, 2489-2490, 2491-2492, 2493-2494, 2495-2496, 2497-2498, 2499-2500, 2501-2502, 2503-2504, 2505-2506, 2507-2508, 2509-2510, 2511-2512, 2513-2514, 2515-2516, 2517-2518, 2519-2520, 2521-2522, 2523-2524, 2525-2526, 2527-2528, 2529-2530, 2531-2532, 2533-2534, 2535-2536, 2537-2538, 2539-2540, 2541-2542, 2543-2544, 2545-2546, 2547-2548, 2549-2550, 2551-2552, 2553-2554, 2555-2556, 2557-2558, 2559-2560, 2561-2562, 2563-2564, 2565-2566, 2567-2568, 2569-2570, 2571-2572, 2573-2574, 2575-2576, 2577-2578, 2579-2580, 2581-2582, 2583-2584, 2585-2586, 2587-2588, 2589-2590, 2591-2592, 2593-2594, 2595-2596, 2597-2598, 2599-2600, 2601-2602, 2603-2604, 2605-2606, 2607-2608, 2609-2610, 2611-2612, 2613-2614, 2615-2616, 2617-2618, 2619-2620, 2621-2622, 2623-2624, 2625-2626, 2627-2628, 2629-2630, 2631-2632, 2633-2634, 2635-2636, 2637-2638, 2639-2640, 2641-2642, 2643-2644, 2645-2646, 2647-2648, 2649-2650, 2651-2652, 2653-2654, 2655-2656, 2657-2658, 2659-2660, 2661-2662, 2663-2664, 2665-2666, 2667-2668, 2669-2670, 2671-2672, 2673-2674, 2675-2676, 2677-2678, 2679-2680, 2681-2682, 2683-2684, 2685-2686, 2687-2688, 2689-2690, 2691-2692, 2693-2694, 2695-2696, 2697-2698, 2699-2700, 2701-2702, 2703-2704, 2705-2706, 2707-2708, 2709-2710, 2711-2712, 2713-2714, 2715-2716, 2717-2718, 2719-2720, 2721-2722, 2723-2724, 2725-2726, 2727-2728, 2729-2730, 2731-2732, 2733-2734, 2735-2736, 2737-2738, 2739-2740, 2741-2742, 27

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**ANALYSIS & CONCLUSIONS** Have the subject be convinced what happens there must be done.

Choosing a ball as leader and the tendency to be average researcher's spirit is strong. The average researcher's judgment is guided by the most sophisticated product information system in the world—the word of mouth.

**American Video Entertainment is proud to support the  
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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

## Free Game!

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Place the following words in the gaps (A-E) in the text. 1 = once

Country	Year	Value	Unit
Algeria	1990	1.0	1000
Algeria	1991	1.0	1000
Algeria	1992	1.0	1000
Algeria	1993	1.0	1000
Algeria	1994	1.0	1000
Algeria	1995	1.0	1000
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Algeria	2078	1.0	1000
Algeria	2079	1.0	1000

Country	Year	Population (millions)	Urban population (millions)	Urban population (%)
Algeria	1990	10.0	4.0	40.0
Algeria	2000	11.0	5.0	45.5
Algeria	2010	12.0	6.0	50.0
Algeria	2020	13.0	7.0	53.8
Algeria	2030	14.0	8.0	57.1
Algeria	2040	15.0	9.0	60.0
Algeria	2050	16.0	10.0	62.5
Algeria	2060	17.0	11.0	64.7
Algeria	2070	18.0	12.0	66.7
Algeria	2080	19.0	13.0	68.4
Algeria	2090	20.0	14.0	70.0
Algeria	2100	21.0	15.0	71.4
Algeria	2110	22.0	16.0	72.7
Algeria	2120	23.0	17.0	73.9
Algeria	2130	24.0	18.0	75.0
Algeria	2140	25.0	19.0	76.0
Algeria	2150	26.0	20.0	76.9
Algeria	2160	27.0	21.0	77.8
Algeria	2170	28.0	22.0	78.6
Algeria	2180	29.0	23.0	79.3
Algeria	2190	30.0	24.0	80.0
Algeria	2200	31.0	25.0	80.6
Algeria	2210	32.0	26.0	81.3
Algeria	2220	33.0	27.0	81.8
Algeria	2230	34.0	28.0	82.4
Algeria	2240	35.0	29.0	82.9
Algeria	2250	36.0	30.0	83.3
Algeria	2260	37.0	31.0	83.8
Algeria	2270	38.0	32.0	84.2
Algeria	2280	39.0	33.0	84.6
Algeria	2290	40.0	34.0	85.0
Algeria	2300	41.0	35.0	85.4
Algeria	2310	42.0	36.0	85.7
Algeria	2320	43.0	37.0	86.0
Algeria	2330	44.0	38.0	86.4
Algeria	2340	45.0	39.0	86.7
Algeria	2350	46.0	40.0	87.0
Algeria	2360	47.0	41.0	87.2
Algeria	2370	48.0	42.0	87.5
Algeria	2380	49.0	43.0	87.8
Algeria	2390	50.0	44.0	88.0
Algeria	2400	51.0	45.0	88.2
Algeria	2410	52.0	46.0	88.5
Algeria	2420	53.0	47.0	88.7
Algeria	2430	54.0	48.0	88.9
Algeria	2440	55.0	49.0	89.1
Algeria	2450	56.0	50.0	89.3
Algeria	2460	57.0	51.0	89.5
Algeria	2470	58.0	52.0	89.7
Algeria	2480	59.0	53.0	89.8
Algeria	2490	60.0	54.0	90.0
Algeria	2500	61.0	55.0	90.2
Algeria	2510	62.0	56.0	90.3
Algeria	2520	63.0	57.0	90.5
Algeria	2530	64.0	58.0	90.6
Algeria	2540	65.0	59.0	90.8
Algeria	2550	66.0	60.0	90.9
Algeria	2560	67.0	61.0	91.0
Algeria	2570	68.0	62.0	91.2
Algeria	2580	69.0	63.0	91.3
Algeria	2590	70.0	64.0	91.4
Algeria	2600	71.0	65.0	91.5
Algeria	2610	72.0	66.0	91.7
Algeria	2620	73.0	67.0	91.9
Algeria	2630	74.0	68.0	92.0
Algeria	2640	75.0	69.0	92.1
Algeria	2650	76.0	70.0	92.1
Algeria	2660	77.0	71.0	92.2
Algeria	2670	78.0	72.0	92.3
Algeria	2680	79.0	73.0	92.4
Algeria	2690	80.0	74.0	92.5
Algeria	2700	81.0	75.0	92.6

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1. The first step is to identify the problem or goal.  
2. The second step is to gather information about the problem or goal.  
3. The third step is to analyze the information and determine the best solution.  
4. The fourth step is to implement the solution and monitor the results.

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How to Identify and Measure Public Policy Performance

Fig. 1. Location of the study area. The map shows the location of the study area in the north-east of Iran, near the border with the Soviet Union. The map also shows the location of the study area in the north-east of Iran, near the border with the Soviet Union.

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### Puzzle



### Puzzle

This is a game that tests your knowledge of the world around you. It's a challenge to your mind and a fun way to learn. The game is divided into several categories, including history, geography, and science. You'll be asked to answer questions and earn points for correct answers.

This is a game that tests your knowledge of the world around you. It's a challenge to your mind and a fun way to learn. The game is divided into several categories, including history, geography, and science. You'll be asked to answer questions and earn points for correct answers.



### Double Strike

Take the action from Double Strike where action is the most beautiful sight you've ever seen. From the action to the last shot of the most intense action sequences. You can't wait! And when you're done, you'll be a hero.

### F-15 City War

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Take the action from Double Strike where action is the most beautiful sight you've ever seen. From the action to the last shot of the most intense action sequences. You can't wait! And when you're done, you'll be a hero.

### Impossible Mission II

The action from Impossible Mission II is the most intense action you've ever seen. It's a challenge to your mind and a fun way to learn. The game is divided into several categories, including history, geography, and science. You'll be asked to answer questions and earn points for correct answers.



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### TO BE RELEASED NAME

### STARW

It's like the most exciting game, only now it's the most exciting game. The name of a beautiful board game is the best. But don't have a game, or the world. The best board game is the best. The best board game is the best. The best board game is the best.

### STARW NAME

